

1 **ABSTRACT**

2 A gaming system includes a hard disk drive for storing applications and  
3 other data. The hard disk drive has multiple regions for storing different types of  
4 data. Each application executed on the gaming system has an associated storage  
5 area on the hard disk drive. A console application executing on the gaming  
6 system prevents a particular application from accessing data in an area of the hard  
7 disk drive that is not associated with the particular application. The gaming  
8 system also maintains a list of recently used nicknames to simplify entry of  
9 nicknames by a user of the gaming system.